

SHINING TIME STATION

"FRIDAY THE THIRTEENTH"

BY

WILSON CONEYBEARE

From characters and storylines created by
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TORONTO DRAFT
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SCENE 1
(ARCADE)

(SCHEMER IS IN THE ARCADE, WHERE HE HAS SET UP STUDENTS CHAIR FOR LECTURE, ROTATING CHALKBOARD. HE PUTS ON A MORTAR BOARD AND GRABS POINTER. AS HE DOES LITTLE SCHEME ENTERS WITH BINDERS AND NOTEBOOKS, CHECKS HIS WATCH, REALIZES HE'S LATE, SCOOTs INTO HIS CHAIR)

SCHEMEE:

I'm here for my lessons,
Uncle -- I mean
"Professor"!

(SCHEMER JUST LOOKS AT HIM EXPECTANTLY)

What?

(SCHEMER TAPS POINTER IMPATIENTLY. SCHEMER REMEMBERS, SIGHS, REMOVES APPLE FROM POCKET, HANDS IT TO SCHEMER, RESUMES SEAT. SCHEMER TAKES BIG BITE)

SCHEMER:

That's better! Scheming School now in session! Scheme, it is only out of the goodness of my heart that I have been giving you these lessons on true scheming. And what do we say when someone says, "Out of the goodness of my heart"?

(FLIPS CHALKBOARD; THEY READ TOGETHER)

SCHEMEE AND SCHEMER:

"Yeah, tell me another one, Jack!"

SCENE 1 (CONT'D)

SCHEMER:

And when a fool -- I mean
a valued customer --
says, "Hey, you cheated
me" what do we say?

(THEY BOTH DO THE "HA" LAUGH)

I love it! I love it!
Now! Today is Friday the
Thirteenth, and all over
the world people become
total yo-yo's and get all
wiggly because they're
scared of bad luck. And
why?

SCHEMEE:

"Fear sells!"

SCHEMER:

The kid's got the touch.
Now, on this day you can
sell any piece of junk to
even smart people as long
as they think it's lucky
junk.

(SCHEEME RAISES HAND)

Yes, the boy in the front
row.

SCHEMEE:

That's too good to be
true, Professor. Adults
aren't THAT easy to fool.

SCHEMER:

So young and naive. Take
note:

(SCHEMER OPENS HIS COAT, REVEALS
HE'S CARRYING RABBITS FEET, FOUR
LEAF CLOVERS, HORSESHOES)

SCENE 1 (CONT'D)

SCHEMER:

Genuine imitation plastic
four leaf clovers, an
authentic wooden horse-
shoe and lucky rabbit's
feet made from the collar
of my mommy's coat. All
useless junk to be sold
at optical prices!

(SCHEMEE RAISES HAND AGAIN)

Uh -- the boy at the
back.

SCHEMEE:

Uncle Schemer -- I mean
Professor -- what if I
have even more ideas
on how to make nickels
out of Friday the Thir-
teenth?

SCHEMER:

If that's the case,
Schemee, all I can say
is: school dismissed!

SCHEMEE:

Great! I'll be right
back!

(HE DUMPS HIS BOOKS AND RUSHES OUT,
SCHEMER LOOKING AFTER HIM, GETTING
VERY EMOTIONAL)

SCHEMER:

The kid's a genius. He
might even grow up to --

(BLOWS HIS NOSE IN EMOTION AT THE
THOUGHT)

-- to run an arcade!

CUT TO:

SCENE 2
(INT. JUKEBOX)

(PUPPETS ALL IN A STATE OF HIGH TENSION. SOME WEAR LUCKY NECKLACES, HAVE RABBITS FEET, ETC)

REX:

But what if someone asks
for it, Tex?

TEX:

Maybe we should just
hog-tie tunemakers and
keep it silent city!

DIDI:

What are you guys talking
about?

TITO:

The unlucky song, man,
the unlucky song! Every
Friday the Thirteenth
when someone requests
Engine 43 something
downright crazy has
happened!

DIDI:

But just because it's
Friday the Thirteenth
doesn't mean bad things
happen.

SCENE 2 (CONT'D)

REX:

Oh yeah? We've already
had bad luck. Scheeme's
here, isn't he?

(THEY ALL LAUGH AT THIS)

(DISSOLVE TO:)

SCENE 3
(MAINSET)

(DAN AND BECKY ENTER, STOP AND STARE. PARTS OF THE STATION HAVE BEEN TRANSFORMED. WE SEE KID'S WADING POOL WITH PLASTIC DUCKS IN IT CENTERSTAGE. A SIGN READS "LUCKY DUCKY POND -- THROW IN NICKELS TO AVOID BAD LUCK" LOOKING FURTHER, KIDS SEE SCHEMEE PUTTING UP LAST OF PICTURES OF TRAIN WRECKS, VERY PROUD OF HIMSELF)

BECKY:

The "Lucky Ducky Pond"?

DAN:

"Throw in Nickels To Avoid Bad Luck"?

SCHEMEE:

Ah, I see my first suckers -- I mean customers -- have arrived. Quick! Before something bad happens to you, throw a nickel into the lucky ducky pond. Or perhaps I could sell you a rabbit's foot so you won't get in one of these!

DAN:

Pictures of trains that have gone off the tracks?

BECKY:

Schemee, you don't think anyone's gonna fall for this, do you?

SCENE 3 (CONT'D)

SCHEMEE:

And they're not! I
happen to know when it
comes to Friday the
Thirteenth adults will
fall for anything.

DAN:

Well, maybe some adults
but not all adults.

SCHEMEE:

Oh yeah? I'll prove it!

(HE GOES TO MIDGE SMOOT WHO HAS
JUST ENTERED WITH TICKET IN HAND)

My dear Miss Smoot. I
couldn't help noticing
that you have a train
ticket in your hand. I
hope you're not thinking
of getting on a train on
Friday the Thirteenth?

MIDGE:

You think a woman of my
maturity would be worried
about Friday the
Thirteenth?! Scheme,
how ridiculous.

(BECKY AND DAN LOOK AT ONE ANOTHER,
PLEASED AND VINDICATED)

SCHEMEE:

You mean you're not
worried?

MIDGE:

Of course not!

SCENE 3 (CONT'D)

SCHEMEE:

It doesn't mean --
anything to you?

MIDGE:

Why would it, when I've
got my lucky rabbit's
foot?

(PRESENTS IT FROM PURSE ALONG WITH
OTHER JUNK)

My four leaf clover, my
horseshoe, my lucky
plastic crochet hook.
Scheeme, you should have
more respect for your
elders.

(SCHEMEE GIVES THUMBS UP TO DAN AND
BECKY, WHO ARE HORRIFIED)

SCHEMEE:

But surely you're not
going with only one
rabbit's foot? After
all, trains are very
dangerous and --

(WE--AND KIDS -- SEE SCHEMEE HOLDS
BEHIND HIS BACK PORTABLE TAPE
RECORDER. HE HITS BUTTON AND WE
HEAR AWFUL SOUND OF TRAIN SCREECH-
ING AND WRECK. EVERYONE, INCLUDING
AN OVERACTING SCHEEME)

MIDGE:

What was that? What was
that??!

SCHEMEE:

It must be the ghost
train!

SCENE 3 (CONT'D)

MIDGE:

The ghost train??

BECKY:

Hey, wait a minute,
Scheeme. You can't --

(WRENCHING AWAY FROM HER, KEEPS UP
HIS PITCH)

SCHEMEE:

Yes, Miss Smoot, a long
time ago a train went off
the tracks -- bam! -- and
haunts the station to
this day! In fact, this
whole place is Ghost
Central Station!

MIDGE:

I knew it, I knew it!
Even though I didn't
feel it was my place to
say I've heard rumours --

SCHEMEE:

That it's haunted.

MIDGE:

You've heard them too!

BECKY:

Miss Smoot, Schemee's not
telling the truth. There
are no ghosts at Shining
Time Station. I mean,
there's nothing weird at
all that --

SCENE 3 (CONT'D)

(AT THAT MOMENT, NEAR DAN, MR. C.
POPS UP. DAN WAVES HIM AWAY,
MR. C LOOKS AND SEES MIDGE AND
SCHEMEE, NODS, GOES TO HIDE BEHIND
VASE, BUT HE KNOCKS IT OVER.
MIDGE DOESN'T SEE MR. C -- WHO
POPS OFF -- BUT FREAKS ANYWAY)

MIDGE:

What was that? That
vase! It just fell from
nowhere! This station is
haunted!

(STACY ENTERS WITH BOX OF JUNK)

STACY:

Hi, Midge. What can I --

(MIDGE RUSHES TO STACY, WORRIED FOR
HER, HUGS HER TO HER BOSOM)

MIDGE:

Oh Miss Jones, you poor
poor child! I've heard
so many rumors -- not
that I'm one to gossip --
but I know for a fact
there are hundreds of
ghost trains and -- you
poor poor child, having
to work in a station like
this!

DAN:

Aunt Stacy, Schemee's
been making up stories
trying scare people so he
can sell his good luck
charms --

SCHEMEE:

Am not!

SCENE 3 (CONT'D)

BECKY:

Are too!

(KIDS GET IN ARGUMENT AS SCHEMER
ENTERS, BREAKS THEM UP)

SCHEMER:

Hey hey hey hey hey,
what's this?

SCHEMEE:

Professor, everyone's mad
at me because I'm trying
to make a few honest
nickels.

MIDGE:

(TO SCHEMER AND SCHEMEE)
Oh you two be quiet!
This is serious!
(TO STACY)
Stacy dear, I saw that
vase fall from nowhere
and it's a known fact
about the hundred ghost
trains!

(HUGS STACY AGAIN)

But don't you worry my
dear, I know all sorts of
ways to help you! I'll
be right back!

STACY:

But Midge --

(BUT SHE'S GONE. STACY TURNS,
ANGRY, GESTURES TO JUNK)

Schemer. Why do I think
you're behind all this?

SCHEMER:

I don't know; habit?

SCENE 3 (CONT'D)

SCHEMEE:

We're just protecting
people from train wrecks!

STACY:

But there's never been a
train wreck on the Indian
Valley Railroad. If you
don't know that, Schemee,
your uncle does.

SCHEMER:

Miss Jones, are you
prepared to back up that
amazing fact?

STACY:

(GOES TO BOX)

All the railroad records
are in this box of old
things. Right--

(AS SHE PULLS OUT BOOK OF RECORDS
MIRROR FALLS OUT AND BREAKS.
SCHEMER FREAKS)

SCHEMER:

She broke a mirror! She
broke a mirror! Seven
years bad luck! Quick,
let's make a deal!

SCHEMEE:

(HANDS HER PLASTIC FOUR LEAF
CLOVER)

Five cents!

SCENE 3 (CONT'D)

DAN:

Five cents for a plastic
four leaf clover? We've
got real ones out back--
for free.

STACY:

Maybe that's what I
should do after I clean
this up. I wouldn't want
seven years bad
luck!

(SCHEMER AND SCHEMEE FOLLOW HER
OUT)

SCHEMER:

Right! So why look for a
real four leaf clover
when you could have a
plastic one for five
cents??

(THEY'RE GONE. DAN AND BECKY LOOK
AT ONE ANOTHER)

DAN:

Did what I think just
happened just happen?

BECKY:

Stacy was yelling at
Schemer and Schemee for
fooling people, but then
it was like she believed
in four leaf clovers.

(MR. C. POPS UP, PEERS AROUND
ANOTHER VASE)

MR. C:

Have they left? Is it
safe to come out?

SCENE 3 (CONT'D)

DAN:

Mr. Conductor, things are
getting really weird.
It's like the grown-ups
really believe all this
silly stuff.

MR. C:

Oh, well, sometimes people
can't help themselves
from being silly -- even
if they know it's silly.
It's like the engines on
the Island of Sodor.
Would you believe that
they were even afraid of
a cow of all things?

CHILDREN:

A cow?

MR. C:

Yes, and it's a very
mooo-ving story, if you
know what I mean.

(BLOWS WHISTLE AND WE GO TO:)

SCENE 4

(TTE: #1: "COWS")

SCENE 5
(MAINSET)

MR. C:

So you see, at some point
everyone can be a silly
cow.

BECKY:

But this is different
from being silly.
Schemee's tricking people
into being afraid.

MR. C:

Well, something tells me
Little Schemee will soon
fearfully regret his
frightening fearful
follies. And as for me,
I'm afraid I have to go
from here, but I'll be
back, have no fear.

(HE POPS OFF)

SCENE 6
(WORKSHOP)

(KIDS ENTER. BILLY IS CLEANING A
SMALL PART.)

BILLY:

Hi gang!

DAN:

Billy, do you ever get
superstitious?

BILLY:

Do I ever what?

BECKY:

Well everyone's acting
weird because it's Friday
the Thirteenth.

BILLY:

I see...

(HE PUTS AWAY THE PIECE OF
EQUIPMENT)

Tell me more.

(CUT TO:)

SCENE 7
(WORKSHOP)

(AS THEY ENTER)

BECKY:

Well, we just don't get it. None of these superstitions make any sense.

BILLY:

True, but some come out of experience. Like walking under a ladder is a dangerous thing to do in any case. Whether it brings bad luck or not? Hard to say.

(FOOTAGE OVER)

Railroad folks have their own superstitions. Take the number nine, for example. To most folks, it's just a number. But for a railroader, it's a very unlucky number, and we try to stay away from engines with the number nine on them. I've heard it all started when an engine headed out west, with the number nine on it, ran into another train for no good reason. Well, it would have stopped there, except it happened again--a second crash worse than the first one. And the second time it happened with an engine number nine the idea stuck.

(OUT OF FOOTAGE)

DAN:

That's kinda neat.

SCENE 7 (CONT'D)

BILLY:

See, not all superstitions are silly, and not all of them bad. I think it's what you do with them that matters. And, what you let them do to you.

(KIDS LOOK AT ONE ANOTHER, THOUGHTFULLY)

(CUT TO:)

SCENE 8
(MAINSET)

(STACY IS TRYING TO DO WORK AT
TICKET BOOTH WHILE MIDGE IS TRYING
TO FOIST ITEMS ON HER FROM HER
PURSE)

MIDGE:

Please, Stacy dear, I'd
feel so much better if
you took my extra-large
lucky rabbit's foot.

STACY:

Oh, but I already have a
lucky four leaf clover.

MIDGE:

One four leaf clover??
That's not enough!
Please, Stacy --

STACY:

Oh all right, but I'm not
really sure if -- Midge?
Midge? Are you all right?

(BUT MIDGE CAN'T ANSWER. SHE'S
JUST STARING. STACY STARTS TO COME
THE TICKET BOOTH)

(MIDGE'S POV AND WE SEE SHE IS
WATCHING THE SHADOW OF A HUGE BLACK
CAT CROSS BEHIND THE TICKET BOOTH.
STACY CAN'T SEE THIS)

MIDGE:

Miss Jones, there's a...
big... black... cat!

(STACY COMES AROUND BUT THE BLACK
CAT IS GONE. MIDGE FAINTS DEAD
AWAY INTO STACY'S ARMS. BILLY AND
KIDS RUSH OUT OF WORKSHOP)

BECKY:

What happened?

SCENE 8

STACY:

Midge Smoot just said
something about a big
black cat and then she
fainted.

(SHE HAS FROZEN IN THE POSITION SHE
WAS IN, STILL HOLDING OUT HER LUCKY
RABBIT'S FOOT. AS STACY TENDS TO
HER, BECKY AND DAN LOOK AT ONE
ANOTHER, THEN SEE SCHEMEE PEER UP
OVER WINDOW LEDGE, GRINNING. IN
HIS HAND HE HOLDS A PAPER CUTOUT OF
A CAT, TAPED TO A STICK)

DAN:

It's Scheme! Aunt
Stacy, it's --

STACY:

It's okay, kids.

BILLY:

She just needs some fresh
air.

(KIDS LOOK AT ONE ANOTHER, SHRUG.
THEY HELP STACY WALK MIDGE OUT)

MIDGE:

Black cat... big...
coming at me... haunted
station...

STACY:

Midge, there's no black
cat.

MIDGE:

No black cat? I saw it!
I... saw it and now I
know.

SCENE 8 (CONT'D)

STACY:

Now you know what, Midge?

MIDGE:

Now I know there's only
one person who can help
you! Helga Boonswoddle!
The official medium of
the Flowering Cactus
Ladies Auxiliary!

(BECKY AND DAN LOOK AT ONE ANOTHER
AND ROLL THEIR EYES.)

(CUT TO:)

SCENE 9
(MAINSET/ARCADE)

(SCHEMER AND LITTLE SCHEMEE ENTER
WITH LARGE BUTTERFLY NETS,
PREPARING TO FISH NICKELS OUT OF
LUCKY DUCK POND)

SCHEMER:

A-hunting nickels we will
go/A-hunting nickels we
will go/As long as the
silver flows/A-hunting
nickels we will go!

(THEY STOP AT POND)

Now here's the plan. You
get in the pond and fish
out all the nickels the
fools have thrown in for
good luck and I'll put
them in my --

(STOPS, SEES HIS COIN CHANGER IS
GONE)

My coin changer is gone!

(BEGINS MANIC SEARCH)

Quick, call someone, do
something!

(BECKY AND DAN ENTER FROM PLATFORM
AND OBSERVE)

SCHEMEE:

Professor, look! Isn't
that it there -- in the
water?

SCHEMER:

In the water?

SCHEMEE:

Sure. If you just look
closer --

SCENE 9 (CONT'D)

SCHEMER:

(LEANING OVER WATER)

I don't see --

(SO EXCITED, HE FALLS IN, SPOUTS
WATER)

SCHEMEE:

I guess I was wrong. But
gee, what bad luck you're
having. Maybe you should
throw a nickel in the
pond to change it.

SCHEMER:

What? That's for suck-
ers. I don't need that
kind of stuff! I have to
go home and change.

(HE SOPS OFF, BEATS, RETURNS, DIGS
DEEP IN HIS POCKET, THROWS IN
MONEY, EXITS. SCHEMEE'S DELIGHTED,
REMOVES COIN CHANGER FROM POCKET,
LAUGHS, HIDES IT BEHIND TICKET
AREA. DAN AND BECKY COME OVER.)

BECKY:

Schemee, we saw what you
just did! You even
ripped off your own
uncle! That isn't right.

SCHEMEE:

Right? I'll tell you
what's right. I'm making
nickels off everyone
being scared and you're
not. So there! I even
have enough money to...
-- to play the jukebox
all day long if I want!

BECKY:

But Scheeme --

SCENE 9 (CONT'D)

SCHEMEE:

Please. Don't interrupt
me while I'm making a
selection...

(HE CONSIDERS JUKEBOX SELECTIONS)

SCENE 10

(INT. JUKEBOX)

(PUPPETS IN TOTAL PANIC)

TITO:

He's gonna do it, man! I
can see it now! He's
gonna choose Engine 143.
Here it comes!

(NICKEL COMES DOWN, ALL HIDE EYES)

REX:

I can't look, Tex.
What'd he choose?

TEX:

The little squirt
chose...Engine 143

(THEY ALL SCREAM)

DIDI:

Have we short-circuited
yet?

TITO:

Not yet, sticks, but you
never know. I think we
should just do it and
hope for the best.

TEX:

Ya mean we're gonna ride
this bull to the finish?

GRACE:

That's the only way to
go. One two three --

INTO: PUPPET SONG: ENGINE 143

SCENE 10 (CONT'D)

PUPPET SONG: "ENGINE 143"

SCENE 10A

(THEY PLAY SONG. AT END THEY ALL
LOOK AT ONE ANOTHER, REALIZE
NOTHING HAS HAPPENED...)

DIDI:

Hey, nothing happened!

(SILENCE)

Hey, guys? Guys?

(ALL THE PUPPETS ARE PASSED OUT.)

They all fainted!

DISSOLVE TO:

SCENE 11
(MAINSET)

(DAN AND BECKY SITTING ON STEPS
UNHAPPY. MR. C. IS HEARD)

MR. C(OC):

Yee-ha! Ride 'em ducky!

(KIDS LOOK AROUND, CONFUSED)

(THEY LOOK AND SEE MR. C. IS RIDING
ONE OF THE DUCKIES IN THE POND,
WAVING A COWBOY HAT AS IF HE'S A
SINGING COWBOY)

DAN:

Mr. Conductor, there you
are. can you tell us
what's a person who's a
medium?

MR. C:

A medium? A medium is
someone who's not too
tall, not too thin, not
too happy, not too grim.
It's someone who doesn't
rock the duck, as it
were.

(WHICH HE DOES AND ALMOST FALL OFF)

BECKY:

It's not that kind of
medium. This one is
friends with Miss Smoot.
Midge says the medium's
gonna stop all these
accidents.

MR. C:

Oh, that kind of medium
is someone who reads
crystal balls and knows
all about bad luck. The
truth, though, is that
most bad luck happens
because people are care-
less.

SCENE 11 (CONT'D)

DAN:

Tell that to Midge Smoot.

MR. C

I could. For instance, I
could tell her about the
time Gordon went off the
rails.

BECKY:

What would you say?

MR. C:

I'd say, "Miss Smoot --"

GO TO:

SCENE 12

(THOMAS THE TANK ENGINE:
"OFF THE RAILS")

SCENE 13
(MAINSET)

MR. C:

On seconds thought, maybe
I won't tell that story
to Midge.

DAN:

Do you think Scheeme will
end up like Gordon did?

MR. C:

Well, not exactly. But I
have a feeling he'll get
turned around like Gordon
did. Come to think of
it, that sets the wheels
in motion!

BECKY:

What do you mean?

MR. C:

Well, I have an idea that
could turn this whole
thing around.

(MR.CONDUCTOR WAVES THEM OVER. THE
KIDS LOOK AT EACH OTHER AND MOVE
CLOSER. MR.CONDUCTOR BEGINS TO
WHISPER AS WE...)

(DISSOLVE TO:)

SCENE 14
(MAINSET)

(SCHEMER ENTERS LOOKING AROUND
FRANTICALLY)

SCHEMER:

It's got to be here!
Coin changers just don't
get up and walk away --
not without reason,
anyway.

(STACY ENTERS)

STACY:

Schemer, what are you
shouting about?

SCHEMER:

It has come to my
attention that my coin
changer is missing and
without pointing fingers
of accusation, I want to
know you clipped it.

STACY:

Schemer, nobody took you
coin changer. You
probably --

(MIDGE SMOOT APPEARS IN GRAND
ENTRANCE)

MIDGE:

May I present! The
official medium of the
Flowering Cactus Ladies
Auxiliary and she's here
to rid this awful station
of its terrible spirits
who keep bringing this
place such awful luck!
Madame Helga Boonswoddle
from Pelican Falls!

SCENE 14 (CONT'D)

(HELGA BOONSWADDLE APPEARS IN GYPSY ROBES, CLINKING COSTUME JEWELRY, CARRYING BIG BLACK BAG. FLAMBOYANT? BETTER BELIEVE IT)

HELGA:

Helga sees all! Helga knows!

SCHEMER:

Don't worry, Miss Jones, I'll get rid of this phony baloney. I can see right through her. hey Helga --

HELGA:

You are ... Schemer!

SCHEMER:

Hey, that's right!

HELGA:

You are misunderstood by your friends. They don't realize the depths of your deep thoughts. They don't know you are so -- so -- brilliant?

SCHEMER:

Hey, this is great! Finally a medium who knows her stuff.

(DURING FOLLOWING ONLY WE SEE SCHEME ENTER. HE SCOOTs INTO HIDING TO SIZE UP THE SITUATION)

SCENE 14 (CONT'D)

STACY:

Madame Boonswoddle,
I appreciate you coming
down here, but I don't
know how you can help us.
you see, Shining Time
Station is --

HELGA:

Is railroad station!

SCHEMER:

Right again! This is
really amazing...

(WE SEE SCHEMER GRIN AND SHUT OFF
THE LIGHTS. EVERYONE REACTS "HEY
WHAT HAPPENED")

HELGA:

Quick! Bad luck spirits
have turned out lights!
Helga must hold seance!

MIDGE:

Oh, I love this part!
Hurry! Hurry! We all
stand in a circle and
join hands and Madame
Boonswoddle gets rid of
the the bad luck. Oh
please, Miss Jones, it's
for your own good.

(STACY SHRUGS, JOIN HANDS. MIDGE
TAKES SCHEMER'S. ALL FORM CHAIN.
HELGA IS CENTER. FROM HER BAG SHE
REMOVES A SHINING DISCO BALL WHICH
SHE PLACES ON THE FLOOR. SHE SORT
OF DANCES AROUND IN FRONT OF AND
BEHIND THE LINE OF PEOPLE. BECKY
AND DAN STAND OFF TO THE SIDE,
SHAKING THEIR HEADS)

SCENE 14 (CONT'D)

HELGA:

Bad spirits, are you
there?!

(WE SEE LITTLE SCHEMEE, HIDING.
BETWEEN HIS GIGGLES. HE DOES A
"WHOO". HELGA IS SURPRISED)

What was that?

(MR. C. APPEARS ON HER SHOULDER AND
WHISPERS IN HER EAR. DURING
FOLLOWING HELGA LOSES HER ACCENT
AND STARES AHEAD IN SHOCK. BECKY
NUDGES DAN. THEY ARE THE ONLY ONES
TO SEE MR.CONDUCTOR.)

MR. C:

I am the spirit of fool-
ing people!

HELGA:

Are you kidding me, Jack?

MR. C:

And I know it was Little
Schemee who did
everything.

HELGA:

Who's Little Schemee?

SCHEMER:

That's my nephew! Is he
in trouble?

MR. C:

He loves to play his
nasty tricks with trains
crashing and cats on
sticks. Of course it's
more than simply phoney
matter of fact, it's all
baloney!

SCENE 14 (CONT'D)

HELGA:

No, he's not just in any trouble. He's in big trouble.

MR. C:

If you look behind the ticket booth, all will be explained.

HELGA:

If we look under the ticket booth, all will be explained?

MR. C:

Here, I'll show you.

(MR. C. DISAPPEARS, A QUICK CUT AND WE SEE HIM TURN ON LIGHT, THEN DISAPPEAR. EVERYONE STARTS. SCHEMER IS UPSET BECAUSE THE SEANCE HE WAS ENJOYING IS OVER)

SCHEMER:

Oh great! Another perfectly good seance ruined when someone turns on the light!

HELGA:

(IN SHOCK)

I heard a spirit. I heard a real spirit. Me! Doris Boonswoddle, heard a spirit.

STACY:

What was that about Little Schemee and looking under the ticket booth?

(SEES UNDER TICKET BOOTH)

SCENE 14 (CONT'D)

STACY:

Well, well, well, look
what I found!

(STACY REMOVES ITEMS TAPE RECORDER,
COIN CHANGER, BLACK CAT STICK, ETC.
WHILE THEY EXAMINE THIS STUFF,
SCHEEME, IN B.G. TRIES TO TIPTOE
OUT)

SCHEMER:

Hey, that's my coin
changer!

STACY:

(FLICKS ON TAPE RECORDER)

Here's your ghost train,
Midge.

BECKY:

And here's your black
cat, Miss Smoot. Look,
it's just paper.

MIDGE:

You mean it... I... Oooh!
Where is that half-pint
of pickle grease. Let me at him.

(SHE TURNS, SEES HIM)

There he is! I'll get
you -- you --

(BUT SCHEMER JUMPS IN, THROWS HIS
BODY IN FRONT OF SCHEEME'S)_

SCENE 14 (CONT'D)

SCHEMER:

Miss Smoot, if I may
kindly point out that he
is only a child and my
nephew and I can't let
you punish him!

MIDGE:

Why not?

SCHEMER:

Because I am going to!

SCHEEME:

Hey wait a minute, Uncle
Schemer! I was only
trying to make some
deals!

SCHEMER:

Scheeme, I never taught
you to scare people until
they faint! What were
you thinking of in your
brain? If people are
afraid they won't spend
money at the arcade!
That's right! Now
apologize!

SCHEMEE:

I... I'm sorry for what I
did. I guess it was
wrong.

STACY:

You "guess" it was wrong?
Is that all you can say?

SCHEMEE:

No, I can say more. Like
don't count on your uncle
to back you up.

SCENE 14 (CONT'D)

SCHEMER:

Schemee, someday you're gonna learn the difference between scheming and being a jerk. Watch me and you'll learn. Now let's go, let's go, let's go!

(HE SHEPHERDS SCHEMEE OUT)

MIDGE:

Well! I must say I've never been so disappointed.

STACY:

Because it wasn't bad spirits, only Scheeme?

MIDGE:

Exactly! I was having such a good time with it being bad spirits!

HELGA:

But Midge, there were spirits, I heard them --

SCENE 14 (CONT'D)

MIDGE:

Oh save if for the usual
claptrap at the Friday
meeting of the ladies'
auxiliary.

(THEY EXIT, PASSING DAN AND BECKY
ENTERING TRYING TO LOOK VERY
INNOCENT)

STACY:

You know, there's
something I still don't
understand. How'd Helga
know about Schemee? Did
you kids have anything to
do with that?

(THEY LOOK AT ONE ANOTHER, CONFESS)

BECKY:

Well... yeah. See, we
got Mr. Conductor to tell
the medium all that stuff
because it was the only
way we could get you to
realize it wasn't spirits
or anything, just
Scheeme.

(STACY LOOKS AT BILLY, A LITTLE
ABASHED)

STACY:

Sounds like some of us
grown-ups got a little
caught up with all the
superstition stuff. Next
time, I hope you'll stop
us before it goes too far.

BECKY:

Well, okay. We'll try to
keep an eye on you.

SCENE 14 (CONT'D)

(STACY GRINS, AND TOUSLES KIDS
HAIR, MOVES OFF)

(MR. C. POPS UP)

MR. C:

How would you rate me as
a medium? Or was I rare
or well done?

DAN:

You were great, but Mr.
Conductor, for a minute
there I didn't think it
was going to work.

MR. C:

I knew our plan would
work all along.

BECKY:

How'd you know that?

MR. C:

It's simple!

(REVEALS GOLD WATCH)

I had my lucky gold watch
with me. And when I have
my lucky gold watch,
things always work out
for the best!

(HE POPS OFF, KIDS STARE AT ONE
ANOTHER AND WE:)

(FREEZE FRAME)